Everybody is discussing and discussing, but no-one has no plan to show. So, I give one for platform of new discussions. 😊

Player International ID, or Global ID. Here I use Global ID because the shortness GIB sounds better than IID.

This is only a model plan and can maybe used like basis for new one.

# Player Global ID plan

## About GID

Here are some facts about GID:

* GID is till 999.999.999 long and starts from 1.000.001.
* GID is a lifelong identifier: Newer changes.
* GID is given by WBF
  + For old player (now when starting to create them). No matter what nationality.
  + For new players after NBOs sending data. (GID is missing)
  + When a player dies, WBF can put GID on hold or whatever it wants to.

## Data

NBOs are using player data like before, nothing else changes but one record more in data. The record could have the name Global\_ID. When uniting the data this GID is the uniting factor.

WBF has one more record also if they don’t have player GIDs yet.

If no-one has a national identifier it must be in both data in form FIN, ENG, GER, FRA (ISO3166-3 numeric (for other alphabets like western)) or data can be what ever but shown for users like this. Data can show like Donald Duck, FIN 123.456.789. where national code is different than GID.

First NBO sends data to WBF who creates GIDs and sends data back. Now everyone has a unique identifier.

When a player changes nationality, NBO sends the data to another NBO where they make the change. After new NBO sends data to WBF, then the player nationality has changed. NBO will send new data once in a month. (?) If a player must have many nationalities, let’s do it.

If a player wishes to change the club, WBF does nothing because NBO does all national changes.

NBOs are using this GID when sending what ever data to WBF. So, the GID- record must been added in all NBO data where a player must identify, like ranking records.

NBO data for WBF must have at least these records: GID, Name, Nationality and Club. If we need a national ranking record? What else?

## Bridge Mates

In mates will be used this new BID. There has been discussing how it works with Mates. When we are using only numbers, all should be OK. Mate player number can have more digits than we are using.

## How to do this

Here is a list what to do as numbers shown.

1. WBF and NBOs creates a record Global\_ID for all data they need it.
2. NBOs send data to WBF.
3. WBF creates GIDs and sends the data back.
4. Now both WBF and NBOs put player GID where needed.

## Questions

1. What should be the frequency for NBOs sending data for WBF?
2. What NBO data must be there for WBF?
3. Should we help in any conversation or data planning? We do not need the data, only names of records.

## TO do list